Project 4 - Fantasy Combat Tournament

Start/End Menu

1. Play Game
2. Exit

Yes

Quit

Character Menu

1. Vampire
2. Barbarian
3. Blue Men
4. Medusa
5. Harry Potter

Main.cpp

1. Displays Menu
2. Seeds rand();

Menu.cpp

1. Displays Menu
2. getChoice()
3. input Validation
4. play()

View Pile

1. Yes
2. No

Base Class

class Character

1. Attack()
2. Defense()
3. Getters/Setters

class Die

1. rollDice()

class Lineup

1. Lineup()
2. isEmpty()
3. Enqueue()
4. Dequeue()
5. printLineup()

class Loser

1. Loser()
2. isEmpty()
3. Push()
4. printPile();

class Vampire

1. Attack()
2. Defense()

class Barbarian

1. Attack()
2. Defense()

class BlueMen

1. Attack()
2. Defense()

struct QueueNode

1. QueueNode()

class Medusa

1. Attack()
2. Defense()

class Harry Potter

1. Attack()
2. Defense()

Derived Classes